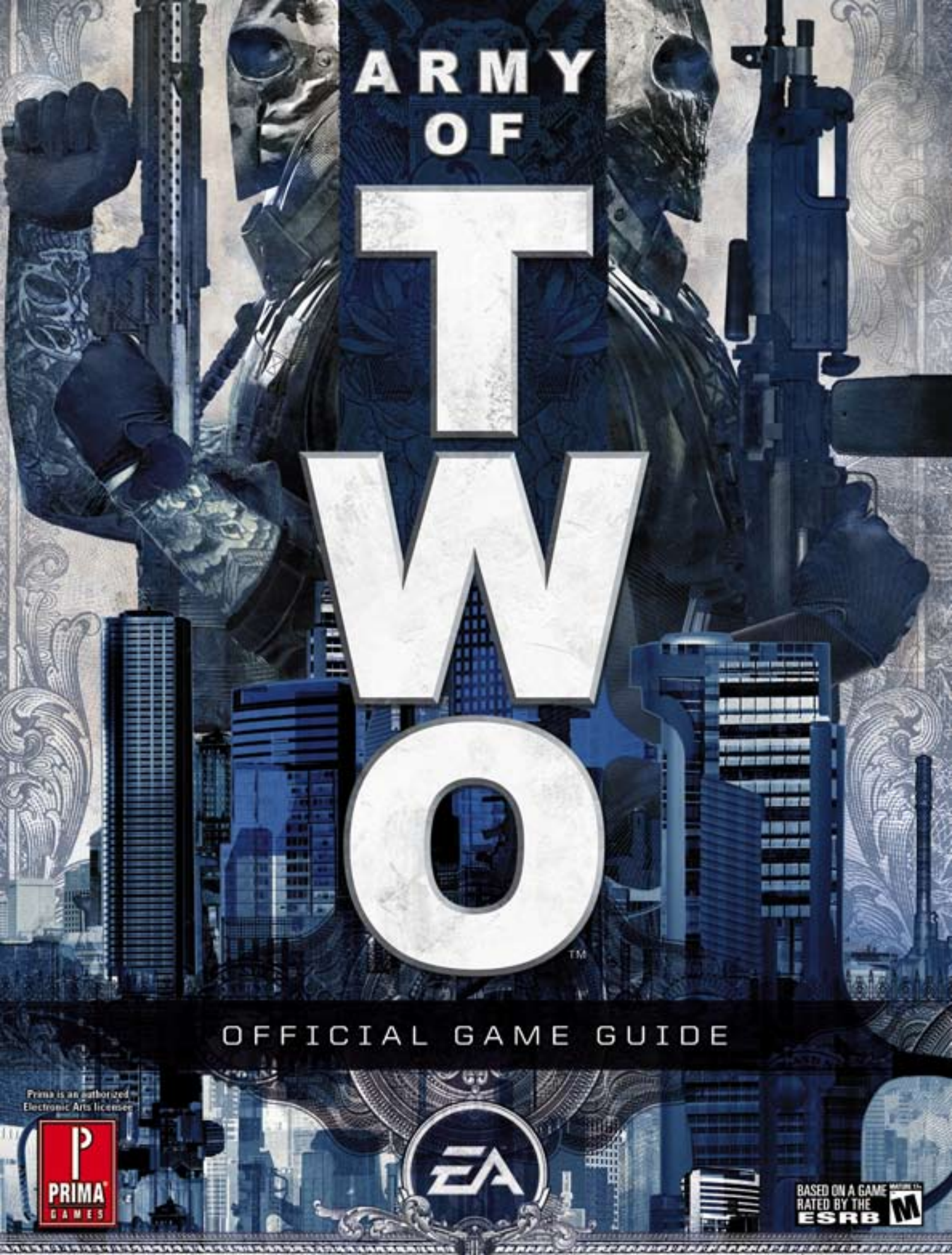
ARMY OF TWO™
OFFICIAL GAME GUIDE
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BASIC TRAINING

Modern combat is extremely dangerous. In most cases, you will be sent to fight in urban environments where the enemy is armed with automatic weapons and can hide in any number of places. Therefore, if you want to survive so you can earn a paycheck for your efforts, it is important that you know the basics. Although you may already be a veteran of combat in various environments, this time you can only rely on two people—yourself and your partner.

INTERFACE

Before we start the action, it is vital that you understand the game screen. It provides information on the status of both you and your partner, your armament, and even the extent to which the enemy perceives you as a threat.

AGGRO METER

Located at the top-center of the screen, the aggro meter is one of the most important tools you can use during combat. This meter reflects the amount of attention the enemy pays to you and your partner. The names at either end of the meter tell you which of you is getting the most attention. Your aggro is to the left and your partner's is to the right. Aggro and its importance is explained in greater detail in the following chapter.

HEALTH

Health is represented in two different ways. Your partner has a health bar located on the upper right corner of the screen. The bar begins full and green. As he takes damage, your partner's health bar begins to get smaller and turn yellow to show that he is taking damage. As your battle buddy continues to take hits, the bar will shrink even more and turn red. Your charcter does not have a health bar. Instead, both audio and visual cues let you know when you are taking damage. As you get hit, you will start to hear your heart beat and the screen will take on a reddish hue.

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If you keep taking more hits, the rate of the heartbeat will increase and the hue deepens. If you take too much damage, you can be incapacitated. Damage and healing is also covered in more detail in the next chapter.

AMMO

Your weapons do not come with unlimited ammo. They eventually run out of bullets and don't do you much good. Keep an eye on the ammo counter in the screen's lower left corner. Like the damage icons, you can choose to have the ammo counter fade off the screen until you begin to get low. However, it is usually a good idea to keep it up at all times. The ammo counter is an icon with two numbers to its right. The top number is the number of rounds you have remaining in the weapon or clip. The bottom number is your total ammo supply. When the top number reaches zero, your weapon is empty and must be reloaded. When the bottom number reaches zero, you are out of ammo and need to switch to another weapon until you can find some more ammo.

ORDER WHEEL

Located in the lower-right corner of the screen, the order wheel allows you to give orders to your AI partner when playing the single-player game. Not only can you use this wheel to order him to advance, regroup, or hold, you can also order your partner to act aggressively or passively. Furthermore, you can call up a camera window along the right side of the screen so you can see what your partner is seeing.

INVENTORY WHEEL

While holding down the inventory button, the order wheel changes to the inventory wheel. This allows you to change to various weapons. You can select from primary weapon, secondary weapon, special weapon, or grenade.

CO-OP CALL WHEEL

Hold down the co-op button and the order wheel changes to the co-op call wheel. This allows you to call for a co-op snipe mode or to switch weapons with your partner.

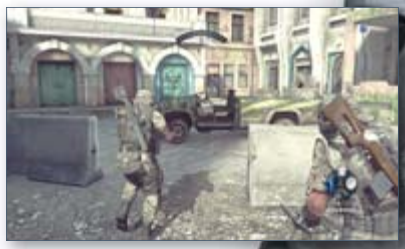
CHECKPOINT STATUS

When you reach a checkpoint during a mission, an information box appears to the left of the aggro meter. This shows the amount of money you currently have in your account as well as the number of enemies killed by Rios and Salem during the current mission is displayed. When playing co-op with another player, this helps to determine who pulled more weight during combat, or who deserves bragging rights.

MOVEMENT

Although the battle occasionally comes to you, most often you need to move around the operations area to complete your objectives. As an Army Ranger and, later, a professional military contractor, you do most of your moving on foot.

WALKING AND RUNNING



You move around using the left control stick. Since this is an analog device, the amount you move the stick determines your speed. A little pressure on the stick causes your character to walk slowly. To run, use full pressure on the stick. The direction you move the stick is the direction your character moves. He always turns to move forward.

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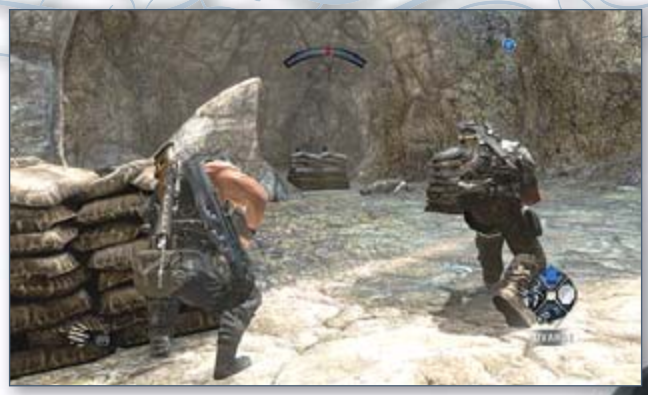
OVERKILL

After spending a set amount of time at maximum aggro, Overkill mode becomes available via a pop up button indicator. Press the action button to enter this mode. Overkill mode lasts several seconds, and when it ends, the aggro meter returns to its middle, balanced state. During Overkill mode, the partners take on new abilities, depending on their accumulated aggro. The player with the most aggro (the max aggro player) is limited to walking slowly and firing during Overkill. He can't take cover, roll, or do any other such action. However, all damage he inflicts on enemies is doubled. All enemies pay full attention to the max aggro player. The min aggro player (the partner with the least aggro) goes nearly transparent and moves at double the normal speed. He is forced to use the secondary weapon and all melee attacks he performs are lethal—killing instantly. No enemies pay attention to the min aggro player until the Overkill mode wears off. The NPCs also move in slow motion for both players, making the speed advantage of the less aggro player even greater.

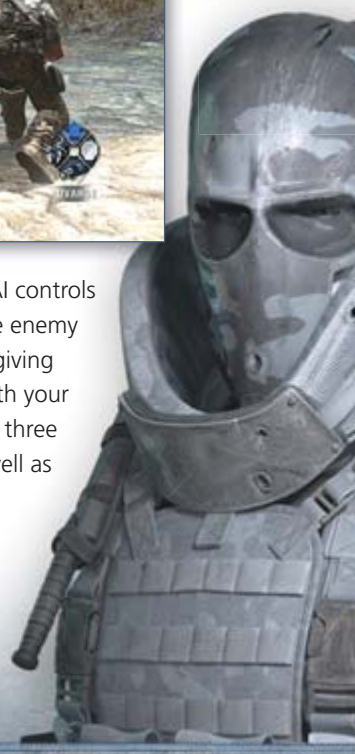
TIP

WHEN PLAYING SINGLE-PLAYER, IF YOUR PARTNER BUILDS UP MAX AGGRO, YOU CAN ACTIVATE THE OVERKILL MODE. YOUR PARTNER WILL BEGIN TO ADVANCE AGAINST THE ENEMY AND YOU CAN MOVE ABOUT UNDETECTED. SINCE YOU CAN ONLY USE YOUR SECONDARY WEAPON, GO FOR HEADSHOTS AS YOU MOVE QUICKLY AROUND. JUST BE SURE TO WATCH THE TIMER AND GET BEHIND COVER BEFORE OVERKILL MODE ENDS. YOU DON'T WANT TO BE OUT IN THE OPEN WITH ENEMIES ALL AROUND WHEN THEY SUDDENLY NOTICE YOU.

GIVING COMMANDS



During single-player campaign missions, the AI controls your partner. He will automatically engage the enemy and advance toward objectives. However, by giving commands, you can coordinate his actions with your own to fight much more effectively. There are three basic orders you can give to your partner as well as two modes you can set for him.



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PRIMARY WEAPONS

Primary weapons are your main tools for completing an assignment. They consists of assault rifles, light machine guns, and even shotguns.

AK-47

Cost: $900
Base Ammo Capacity: 30
Base Aggro: 1.0

NOTE

BASE AGGRO IS A RELATIVE NUMBER REFLECTING THE AMOUNT OF AGGRO GENERATED EACH TIME A ROUND IS FIRED. SNIPER RIFLES HAVE HIGH BASE AGGRO VALUES SINCE EACH ROUND CAN CAUSE A LOT OF DAMAGE. SUBMACHINE GUNS, ON THE OTHER HAND, HAVE LOW BASE AGGRO VALUES. HOWEVER, SINCE THEY CAN FIRE HUNDREDS OF ROUNDS PER MINUTE, THEY MAKE UP FOR THESE LOW VALUES BY THEIR SHEER VOLUME OF FIRE.

BARREL UPGRADES

PRYKHODKO SPETZNAZ MK.3

Cost: $2,000
Upgrade: Increases damage and aggro

VLOCZ MK.2 BLACK LABEL

Cost: $5,000
Upgrade: Increases damage and aggro

STOCK UPGRADES

AE9 STAR TACTICA

Cost: $2,000
Upgade: Decreases spread

AVTOMAT HARDLINER

Cost: $6,000
Upgrade: Decreases spread

CARTRIDGE UPGRADES

50-ROUND MAGAZINE

Cost: $5,500
Upgrade: Increases ammo capacity

70-ROUND DRUM MAGAZINE

Cost: $9,500
Upgrade: Increases ammo capacity

100-ROUND CENTURY MAGAZINE

Cost: $18,000
Upgrade: Increases ammo capacity

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AFGHANISTAN

A DIFFERENT WORLD

Following the mission in Somalia and the problems encountered there by the military, Lt. Col. Dalton left the Army and went to work for Security and Strategy Corporation, or SSC, a private military contractor. An ambitious man, Dalton is able to run various types of operations around the world, doing essentially the same type of work he did for Uncle Sam, but this time with more flexibility, less oversight, and a much greater salary. Impressed with the work of both Rios and Salem, whom he refers to as his "Army of Two," Dalton recruited the soldiers to come work for SSC.

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AFGHANISTAN

Rios and Salem started off with small, menial assignments such as security detail and other low paying jobs including logistical detail. These are not the glamorous missions they had hoped for. However, as they put in their time, they move on to bigger and better things. The missions are more dangerous—and more lucrative. However, without any major conflicts, the missions are still pretty few and far between.

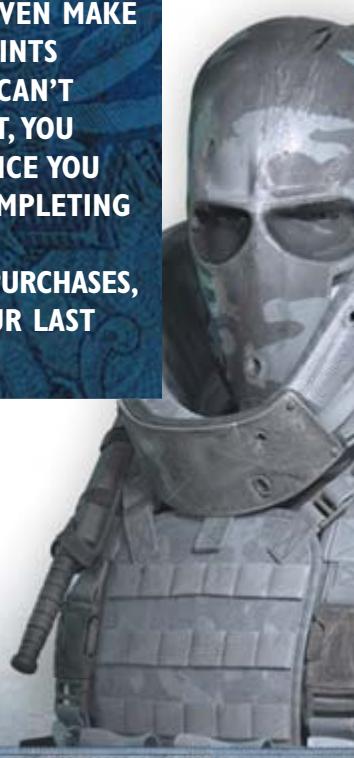
On a morning in September of 2001, things change dramatically. A major terrorist attack on the United States has led to major conflicts in the Middle East. To supplement the military forces in the region, the Department of Defense has hired PMCs for various types of combat operations—especially those that require deniability. Since they have become two of SSC's top operatives and Dalton is Chief Operations Officer for the corporation, Rios and Salem score the tougher missions, which also happen to pay more because they are in a war zone.

TIP

WHEN YOU BEGIN THIS MISSION, YOU ARE ARMED WITH THE HK36 AND NOT THE S-SYSTEM YOU HAD AS AN ARMY RANGER. AFTER COMPLETING THE MISSION IN SOMALIA, YOU AUTOMATICALLY START THE NEXT MISSION IN AFGHANISTAN. IF YOU WANT TO PURCHASE SOME NEW WEAPONS OR UPGRADES, YOU HAVE THE OPPORTUNITY TO DO SOME MID-MISSION SHOPPING. YOU CAN ALSO SHOP BY QUITTING THE MISSION AND RETURNING TO THE MAIN MENU. SELECT THE WEAPONS OPTION AND GO TO A MENU THAT ALLOWS YOU TO GET WHAT YOU NEED FROM ARMS DEALERS.

YOU DON'T HAVE A LOT OF MONEY NOW. HOWEVER, YOU WILL EARN MORE DURING THIS MISSION AND CAN EVEN MAKE PURCHASES AT CERTAIN CHECKPOINTS DURING THE MISSION. SO, IF YOU CAN'T AFFORD SOMETHING AT THE START, YOU MAY BE ABLE TO MID-MISSION SINCE YOU ARE PAID IMMEDIATELY UPON COMPLETING EACH OBJECTIVE.

WHEN YOU ARE DONE MAKING PURCHASES, GO BACK AND BEGIN PLAY AT YOUR LAST SAVED CHECKPOINT.



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DROPPING IN

During their occupation and war in Afghanistan, the Soviets operated a missile base in the mountains near Khandud. Recently, Mohammed Al Habiib, an Al Qaeda operative, located the complex, and has been working to make the missiles operational again. If he succeeds, the missiles could be used against targets in Europe, the Middle East, and Asia. At the behest of the U.S. government, SSC sent Brian Hicks, an accomplished contractor, to infiltrate the base. Unfortunately, he was kidnapped by Al Habiib. You are charged with the task of destroying the missiles and bringing Hicks back alive. Pack your bags. Both you and your brother in arms are heading to Afghanistan.

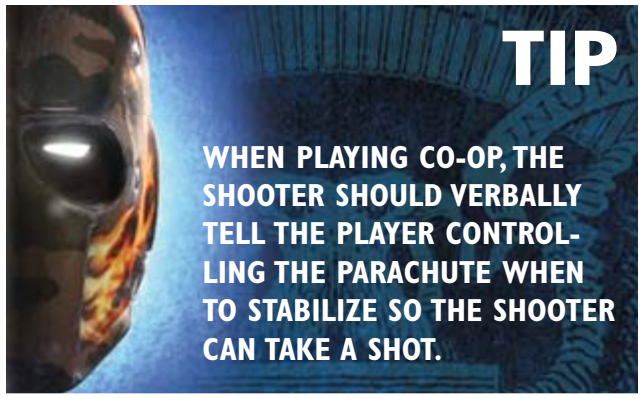
DESTROY THE M-11 MISSILE IN THE CAVE COMPLEX

2002. YOU'RE WORKING FOR A PRIVATE MILITARY CONTRACTOR, SSC, HELPING OUT THE DEPARTMENT OF DEFENSE IN KHANDUD, AFGHANISTAN. YOUR JOB IS TO DESTROY ALL M-11 MISSILES IN THE FACILITY. THE FIRST MISSILE IS ON A LAUNCHER OUTDOORS.

REWARD: $3,000

This mission is your first opportunity to try out the co-op parachute jump.

The mission begins with your battle buddy and you dropping down from a C-130 over Afghanistan. Rather than parachuting individually, Rios and Salem are co-op jumping. While one controls the parachute, the other can fire on enemies below. For single-player, you are the shooter while your partner is manning the parachute guide lines. However, you can still tell him what to do by using the orders wheel. These commands include speed up, so you can get down quicker; slip to either the left or right, which makes it tougher for the enemy to hit you; or slow down and stabilize the descent, so you can take a more accurate shot.


TIP
WHEN PLAYING CO-OP, THE SHOOTER SHOULD VERBALLY TELL THE PLAYER CONTROLLING THE PARACHUTE WHEN TO STABILIZE SO THE SHOOTER CAN TAKE A SHOT.

TAKE DOWN THE HELICOPTER

THE HELICOPTER IN THE LANDING ZONE IS CARRYING NURI YASSAN, A WANTED TERRORIST. TAKE DOWN THE CHOPPER AND RECEIVE A NICE REWARD.

REWARD: $3,500

Aim for the tail rotor.

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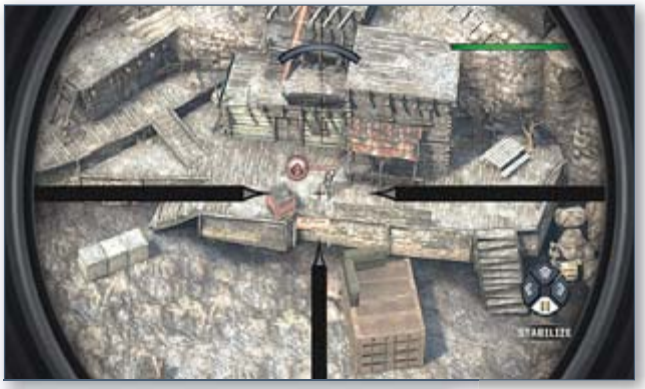
AFGHANISTAN

Dalton has given you a sub-objective that you can earn right away. A Soviet-made helicopter is lifting off from the base below. If you can shoot it down, you will kill a terrorist and score yourself some extra dough. Since you are not carrying an anti-air missile launcher—I don't recommend firing one from a parachute—you will have to rely on your sniper rifle. This special weapon should already be selected for you initially. Hold down the precision shooting mode button to bring up the scope view and take aim at the chopper's tail rotor—a helicopter's weak spot. Order your partner to slow down the descent and stabilize so you can get a good shot at the tail rotor. It may take a couple of shots to damage the rotor and cause the chopper to crash into the rocky terrain below, killing all on board. Ch-ching!—that was an easy three and a half grand.



Clear out as many of the soldiers below as possible to reduce the number shooting up at you.

Don't start spending the cash yet. You still have enemies down below and they don't seem to happy about your little skeet shoot. Continue to use the sniper rifle and fire down on the soldiers below. Since they are firing, order your combat bro to slip left and right while you look for targets. Then have him stabilize for your shots. As you approach the ground and it becomes tough to engage the enemy, have your partner drop in as fast as possible and slip to one side.

Come in fast for the landing.

You're surrounded. Go back-to-back.

As soon as your feet hit the ground, the two of you are surrounded by enemy soldiers coming at you from all directions. You automatically go into the back-to-back mode. Hold down the trigger and let the lead fly. Keep turning as you fire so you can get the enemies before they get too close to you. The martyrs are a major threat. They run toward you yelling with their hands up in the air. Kill them before they get next to you and detonate the explosives strapped to their bodies.

Watch out for these martyrs. If you can shoot them in the chest while they are near other enemies, the resulting explosion may take out some of the other threats as well.

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BOUNTIES

1. Assassinate the Enemy Commander

The commander is an elite soldier who can be found at one of three random locations—the alley, the rooftop, or the house. However, if three other objectives have already been completed, the commander will change to a heavy soldier, making it tougher to kill him.

2. Destroy the Jeep

The Jeep can be found on the main street. The first team to destroy it completes this objective and earns the cash.

3. Kill the Checkpoint Guard

These enemy soldiers appear in three different locations along the streets. Clear one area to cause the second and then third guards in this objective to spawn.

4. Kill the Snipers

Snipers will appear randomly in the balconies on the rooftops at two different locations. Kill them both to cash in.

5. Destroy the Hind

The helicopter gunship will hover over the ocean to the south. However, as you are trying to shoot it down, watch for enemies soldiers to come at you from the alley.

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MICHAEL KNIGHT

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When he is not busy at work on an upcoming strategy guide, Michael likes to spend time with his wife and four children at their home in Northern California. It was with their help that Michael used his abilities and experience to write three travel/strategy guides on Disneyland and Southern California, in which he developed tips and hints to help vacationing families save time and money while maximizing their fun.

Special thanks to Jonathan Browne, Matt Turner, and Heather Alekson.

We want to hear from you! E-mail comments and feedback to mknight@primagames.com.

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